

Commander's Critical Critical Information Requirements

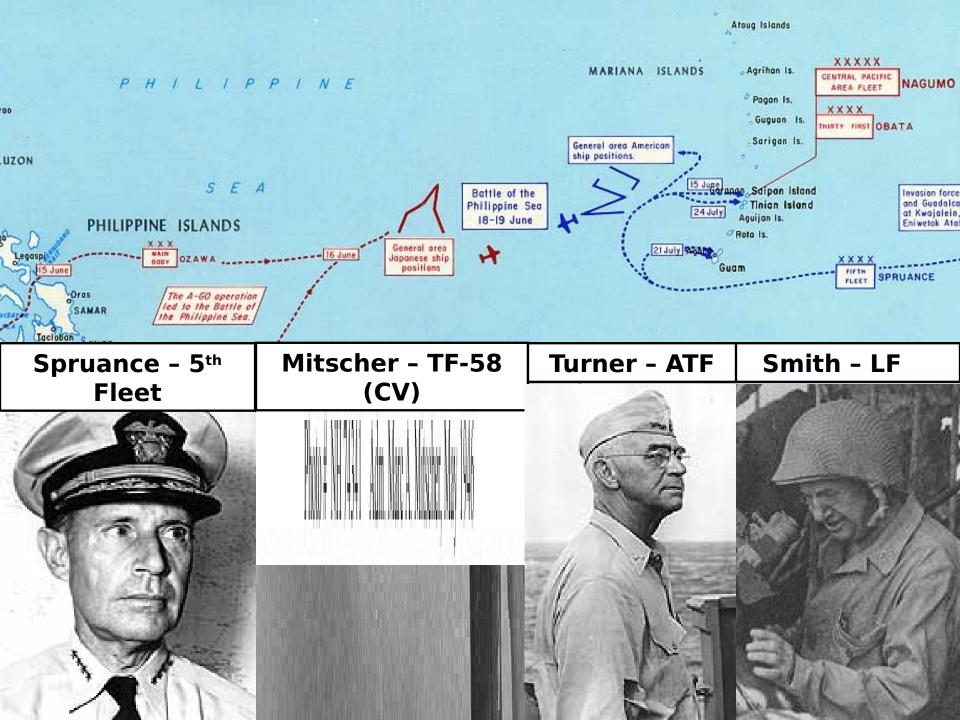
Battle of the Philippine



Sea



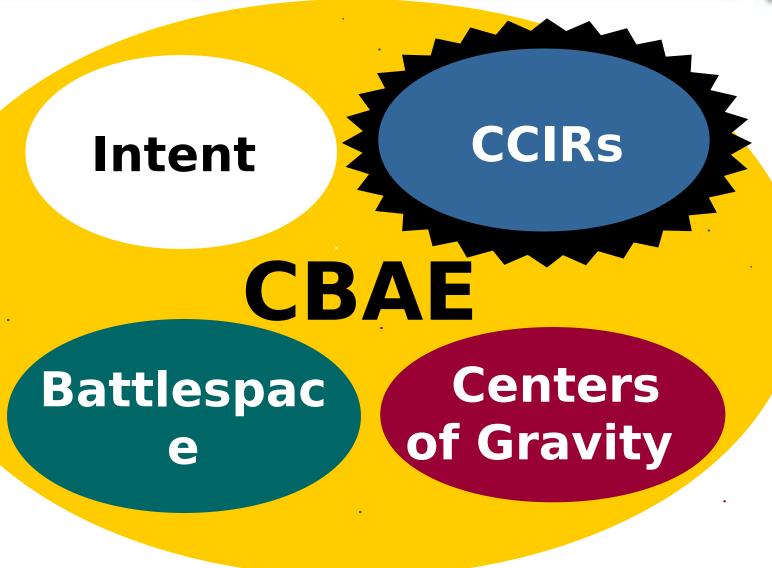




Commander's Battlespace Area Evaluation







Purpose



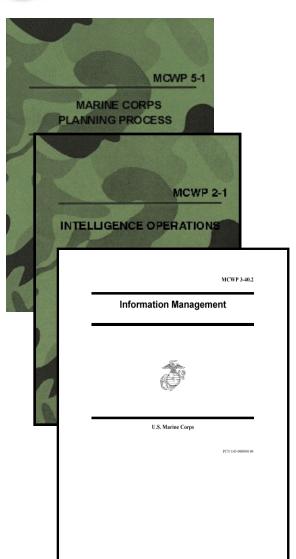


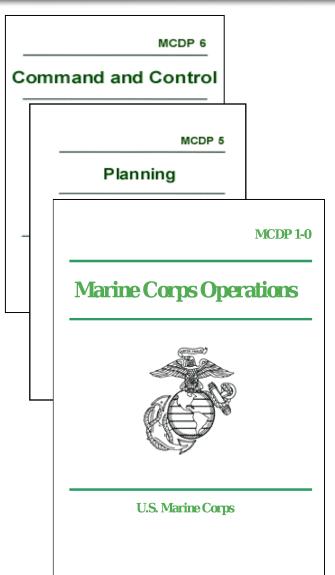
- Discuss the linkage between CCIR and the critical decisions the commander anticipates making
- Discuss the role CCIRs have throughout the spectrum of planning and execution
- Discuss the OPT and Staff role with respect to CCIRs

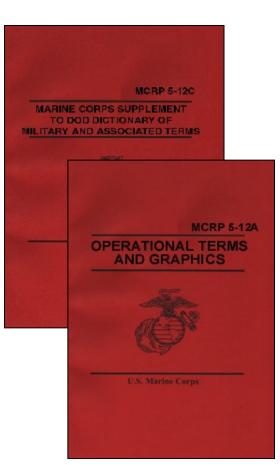
References















CCIR - <u>Information</u> regarding the enemy and friendly activities and the environment identified by the <u>commander</u> as <u>critical</u> to maintaining <u>situational awareness</u> [visualization], <u>planning</u> future activities, and facilitating <u>timely decisionmaking</u>.

MCDP 1-0

- Friendly Activity
 - N4
 - •CCIR: When will additional oilers arrive at the Marianas?





CCIR - *Information* regarding the enemy and friendly activities and the environment identified by the commander as critical to maintaining situational a wareness [visualization], planning future activities, and facilitating timely decisionmaking.

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- •CCIR: When will additional oilers arrive at the Marianas?
- •Commander's Decision:
 - Commence bombardment

phase





CCIR - *Information* regarding the enemy and friendly activities and the environment identified by the *commander* as *critical* to maintaining *situational awareness* [visualization], *planning* future activities, and facilitating *timely decisionmaking*.

MCDP 1-0

Critical Information Status of inbound oilers

Various N4 Information

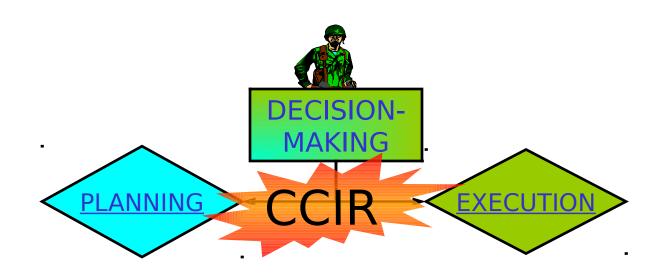
- Supply status
- Shore party composition
- Casualty plan
- Status of inbound oilers
- Maintenance status
- Ammunition requirement



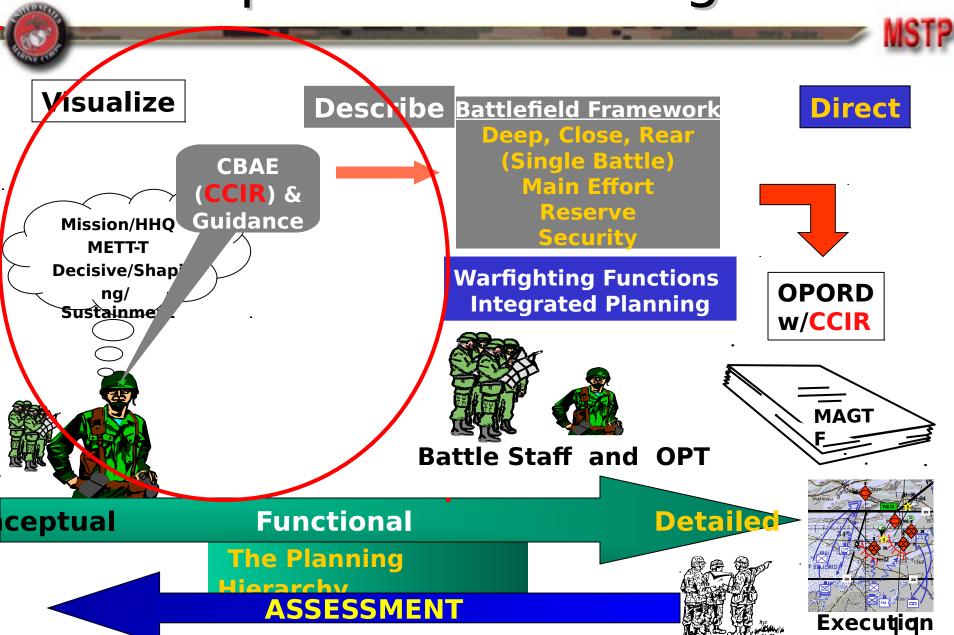


CCIR - *Information* regarding the enemy and friendly activities and the environment identified by the *commander* as *critical* to maintaining *situational awareness* [visualization], *planning* future activities, and facilitating *timely decisionmaking*.

MCDP 1-0



Operational Design



Commander's Visualization









"He was thinking all the time, and when time came for something to be done, he usually anticipated me. He was ready to act on it before I was ready to present him with any proposals."

> Charles J. Moore 5th Fleet Chief of Staff

Raymond A. Spruance

Commander's Visualization





Experience, Judgment, and Intuition! [The Commander]



What I know about myself (capabilities, position, status)? [Commander/G1/G3/G4]

What I know about the enemy and the environment?

[Commander/G2/IPB] 12

CCIR LINKED to

Decisions

MST

FOR EXAMPLE

Where and when will I fight the enemy?
How will I fight the enemy?
What do I want the enemy and my forces to look like?

Based on my'
 visualization, what
 decisions do I
 anticipate having to
 make for this operation,
 phase, or stage?

 What information do I need to know IOT make that decision?,

How do I
visualize
this
fight?



- What info is readily available?
- What info is not? (CCIR)

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CCIR in the Planning

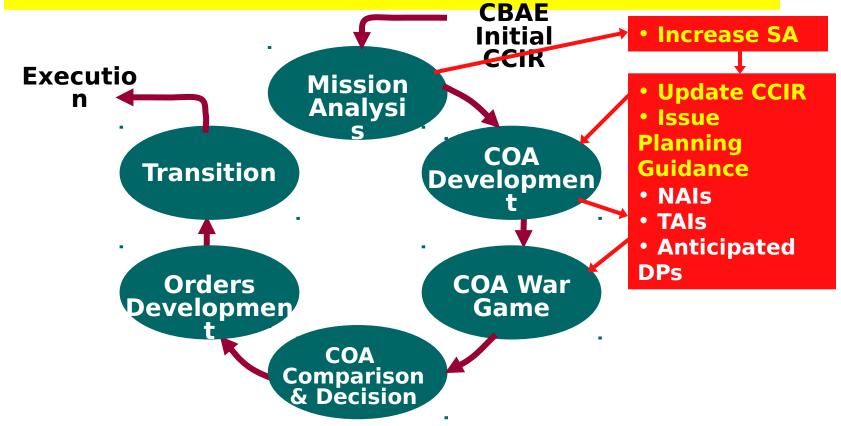


Process

MSTP

The OPT/Staff role is to review, answer, and recommend

refinement or additions to the CCIR to facilitate the critical decisions the commander must make.



Critical Decisions





- Critical Event An event that influences mission accomplishment (Essential tasks, enemy initiated actions that trigger significant friendly actions or decisions, or complex friendly activities).
- Decision Point An event or a location in the battlespace where a tactical decision is required during mission execution because the event is expected to affect friendly COAs.

"In the classroom, battle was organized and predictable . . . the requirement called for the decision at a pictured moment, when the real problem is usually when to make a decision and not what the decision should be."

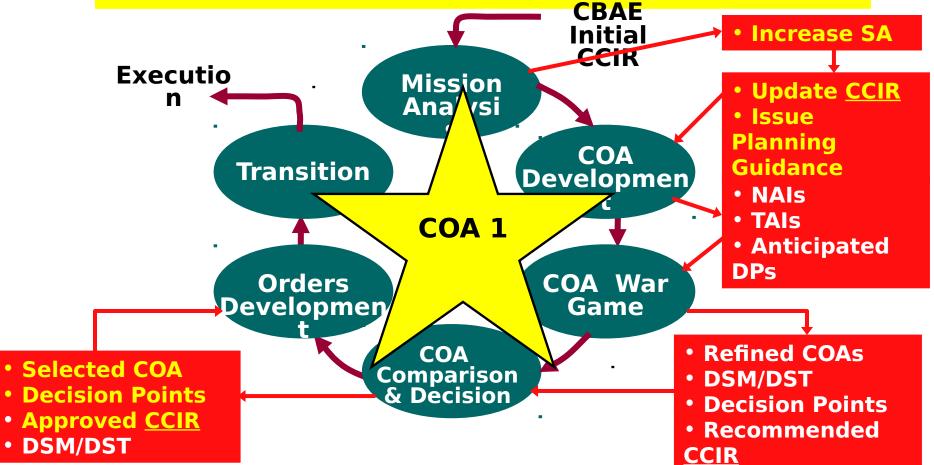
CCIR in the Planning



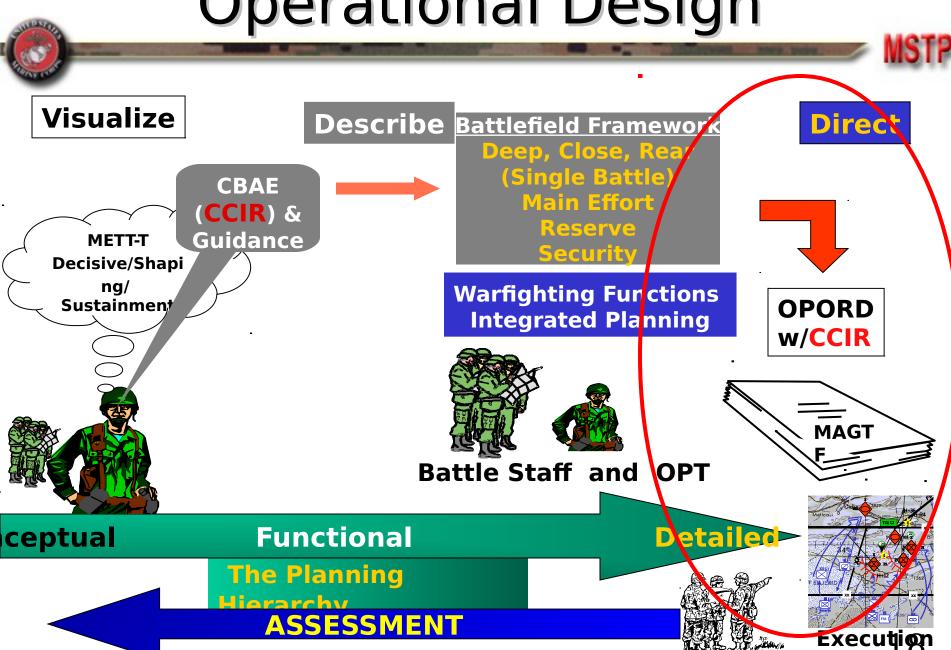
MSTP

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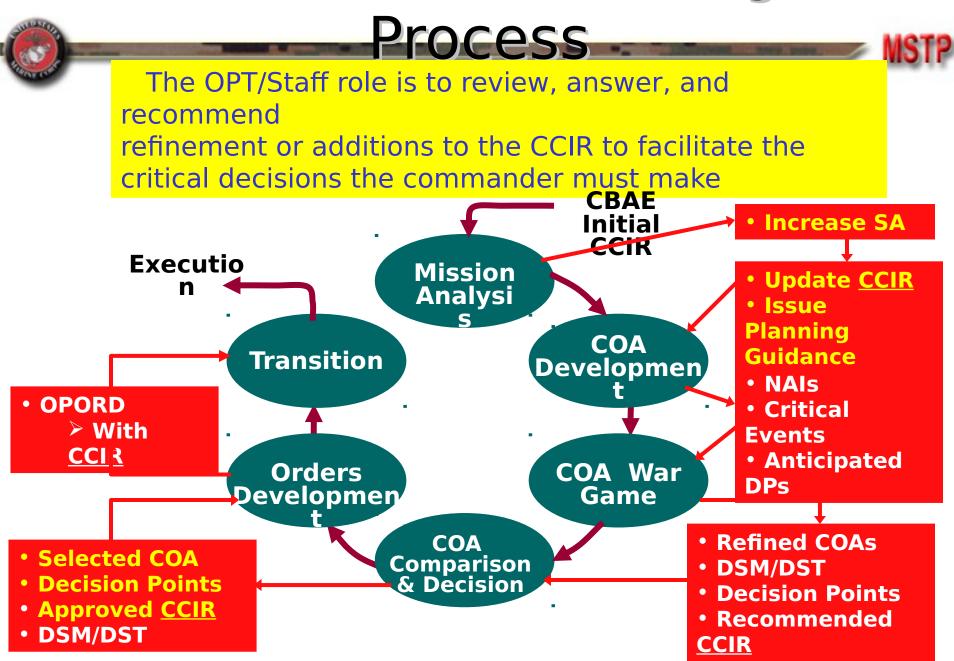
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Operational Design



CCIR in the Planning



Execution Decision-making



MSTP

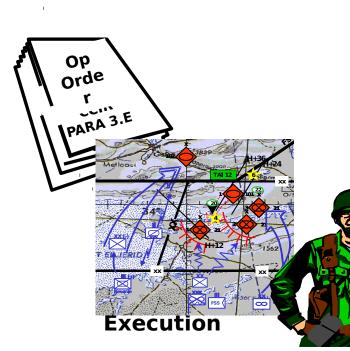
Since war is a clash between opposing wills, all decision making must first take our enemies into account, recognizing that while we are trying to impose our will on them, they are trying to do the same to us

MCDP 6

What don't I know that I should know?

What can the enemy do that I did not expect?

What decisions will this cause me to make?



Based on this anticipated decision, I want you to add this CCIR...



CoS 20

Cmd

CCIR Management





- CCIR are dynamic and time sensitive
 - Delete CCIR when answered or no longer relevant
 - Add or modify CCIR when new or changing requirements for decisions arise
 - Publish/disseminate updated CCIR once approved
- CCIR have resource implications plan for them
- Link CCIR to anticipated critical decisions



... as a result, they must be integrated into the Information Management plan...

CCIR Management TTP





- Anticipated Decision
 - Relevant) CCIR
 - Related CCIR

(Time No Longer

(Time No Longer of Use)

(Time No Longer of Use)

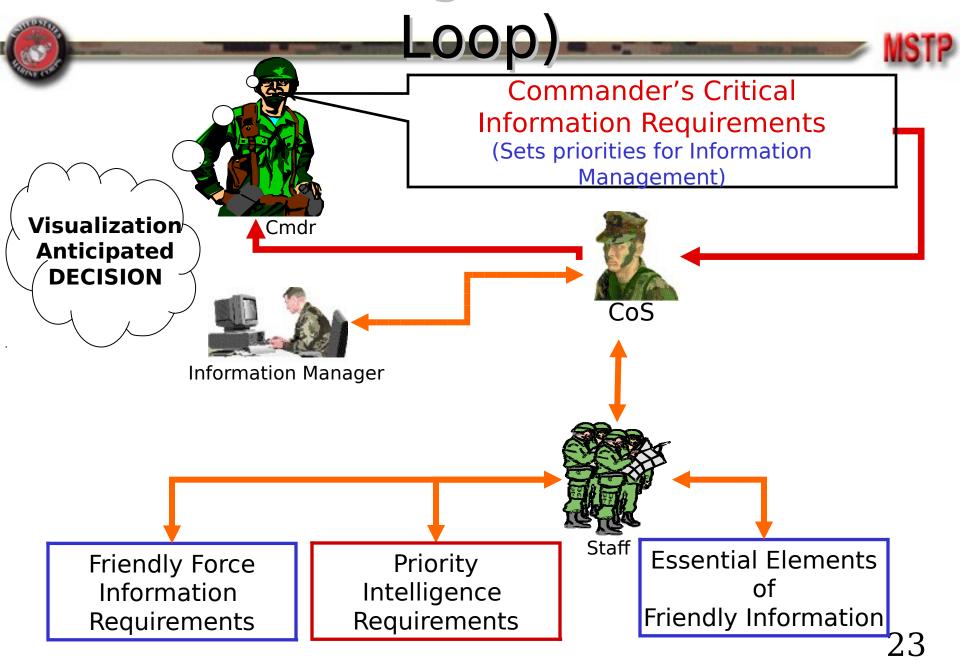
- Anticipated Relevant)
- Related CCIR
- Related CCIR

INFO PUSH (Time No Longer of Use)

ime No Longer of Use)

ime No Longer of Use)

Answering CCIR (CCIR



Possible CCIR for Spruance





Decision: Should TF-58 pursue the enemy carriers and leave the amphibious task force at Saipan



THE MARIANAS ISLANDS: SAIPAN 1944 ASSAULT ON SAIPAN.







Possible CCIR for Spruance



Decision: Should TF-58 pursue the enemy carriers and leave the amphibious task force at Saipan undefended?

- CCIR (PIR): Indications that the enemy is preparing for or has ships postured with the capability to attack the amphibious ships at Saipan during the vulnerability period of 15 – 20 June.
- CCIR (FFIR): Any time periods where the landing force will not require the amphibious ships nearby, so that they can sail east, away from the enemy airfields for protection.
- CCIR (EEFI): Location of amphibious ships if they are sent east and left undefended.



Summary



Not all information requirements support the commander in his decisionmaking. [Therefore,] CCIR must be linked to the <u>critical decisions</u> the commander anticipates making.

MCDP 1-0

- Discussed the linkage between CCIR and the critical decisions the commander anticipates making
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